5 – Effect of Agile on Engineering & Test Staff

Module TLO:
Given a DoD program involved in software development using Agile IPM methodologies, the student will understand differences in engineering and test roles to enable program success. (this is pretty much a continuation of Module 4 at this point, just going into more detail where there will be more impact)

Subtopics

- Systems Engineering – Requirements
- Systems Engineering – Technical Processes
- Integration and Testing

ELO

1. Identify how program technical requirements are expressed in Agile contracting settings.
2. Identify how requirements are traced in Agile contracting settings.
3. Recognize key factors for developmental testing success in an Agile environment.

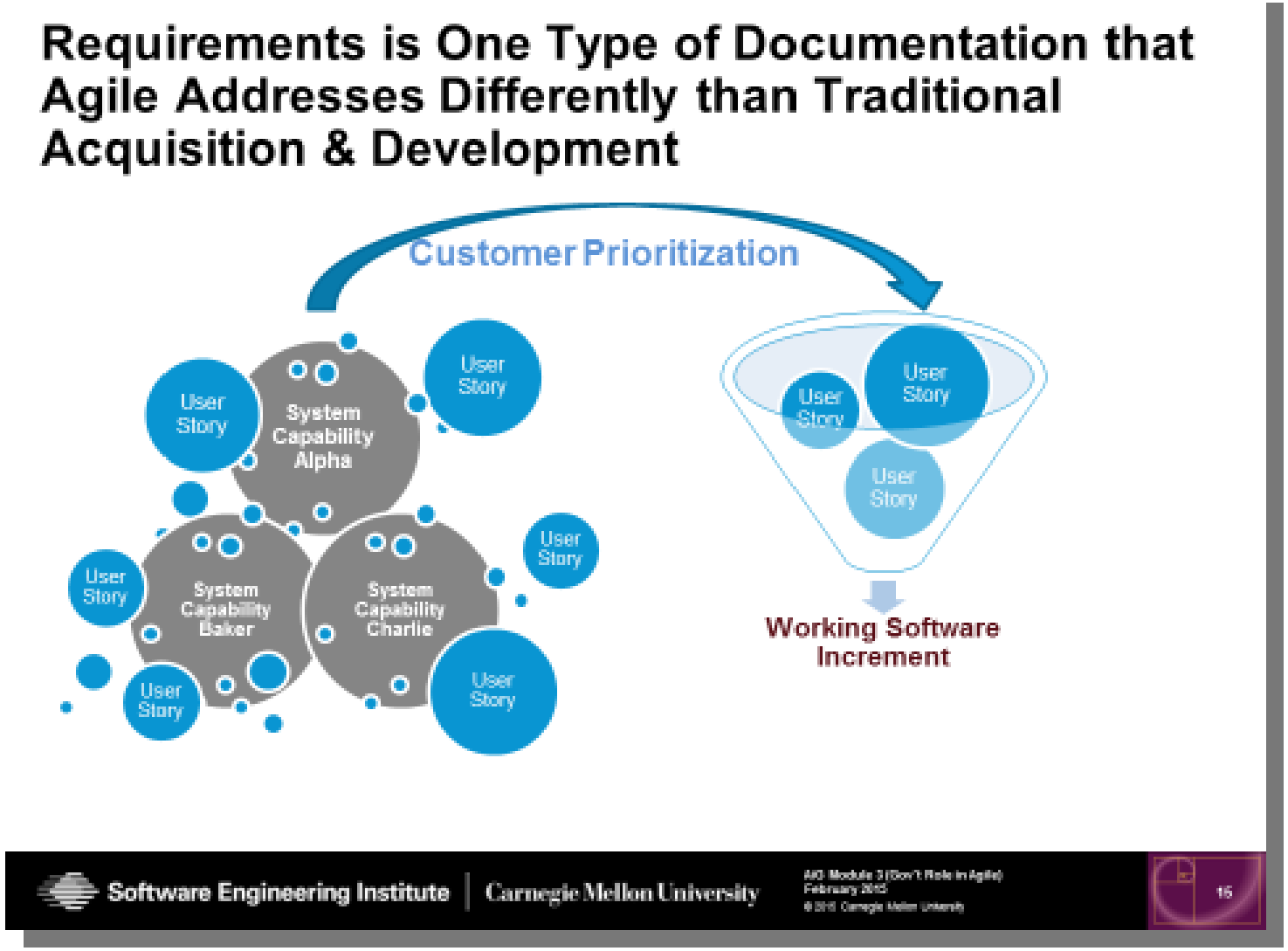
ELO Mapping to Sub-topics

Subtopic	ELO(s)
1 – Systems Engineering – Requirements	ELO 1, 2
2 – Systems Engineering – Technical Processes	ELO x – issue, poor alignment of subtopic with ELOs.
3 – Integration & Test	ELO 3

Subtopic 1: Systems Engineering - Requirements

- Requirements and Configuration Management
  - Flow of expressing requirements (somewhat of a review from Module 4)
    - Using a user story to flesh out details of requirements
    - Horizontal and vertical traceability
  - Flow and configuration management of requirements, prioritization and releases
- Major Takeaways
  - A requirements baseline that is at too low a level of abstraction is unproductive for an Agile contract setting.
  - In Agile settings, low level requirements add who and why to the typical what of requirements, often using a format called a “story”
  - A capability-based Work Breakdown Structure makes developing and refining requirements in an Agile setting easier than using the more hardware-focused, but typical, component-based WBS
  - Requirements in an Agile contracting setting need to be prioritized in terms of the rank order of their value to the end use and other stakeholders.
- Assessments:
  - MultChoice: Identify the level of detail in requirements appropriate to establish a technical baseline

Suggested Content



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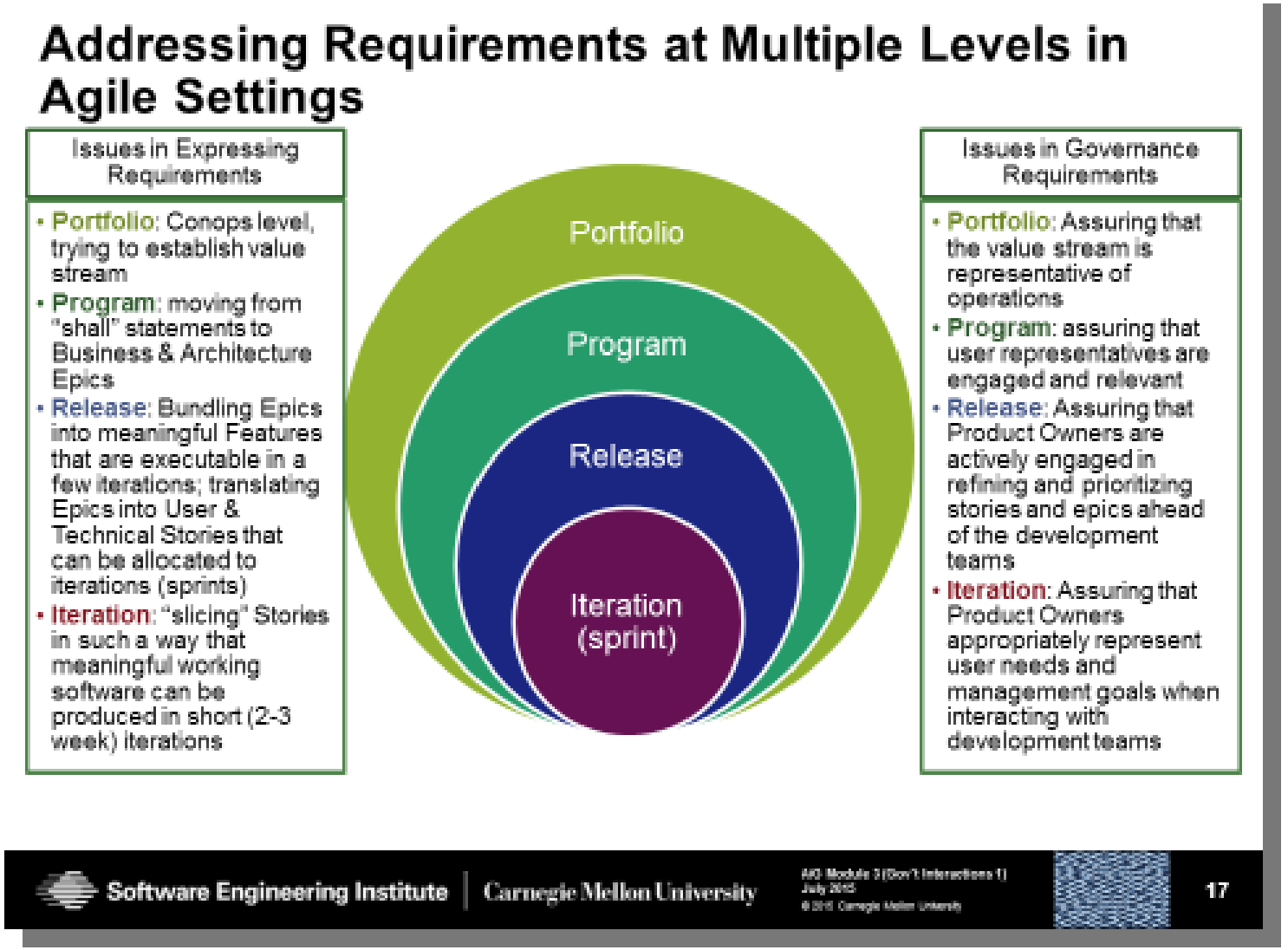
Addressing Requirements at Multiple Levels in Agile Settings
Issues in Expressing Requirements
• Portfolio: Conops level, trying to establish value stream
• Program: moving from "shall" statements to Business & Architecture Epics
• Release: Bundling Epics into meaningful Features that are executable in a few iterations; translating Epics into User & Technical Stories that can be allocated to iterations (sprints)
• Iteration: "slicing" Stories in such a way that meaningful working software can be produced in short (2-3 week) iterations
Portfolio
Program
Release
Iteration (sprint)
Issues in Governance Requirements
• Portfolio: Assuring that the value stream is representative of operations
• Program: assuring that user representatives are engaged and relevant
• Release: Assuring that Product Owners are actively engaged in refining and prioritizing stories and epics ahead of the development teams
• Iteration: Assuring that Product Owners appropriately represent user needs and management goals when interacting with development teams
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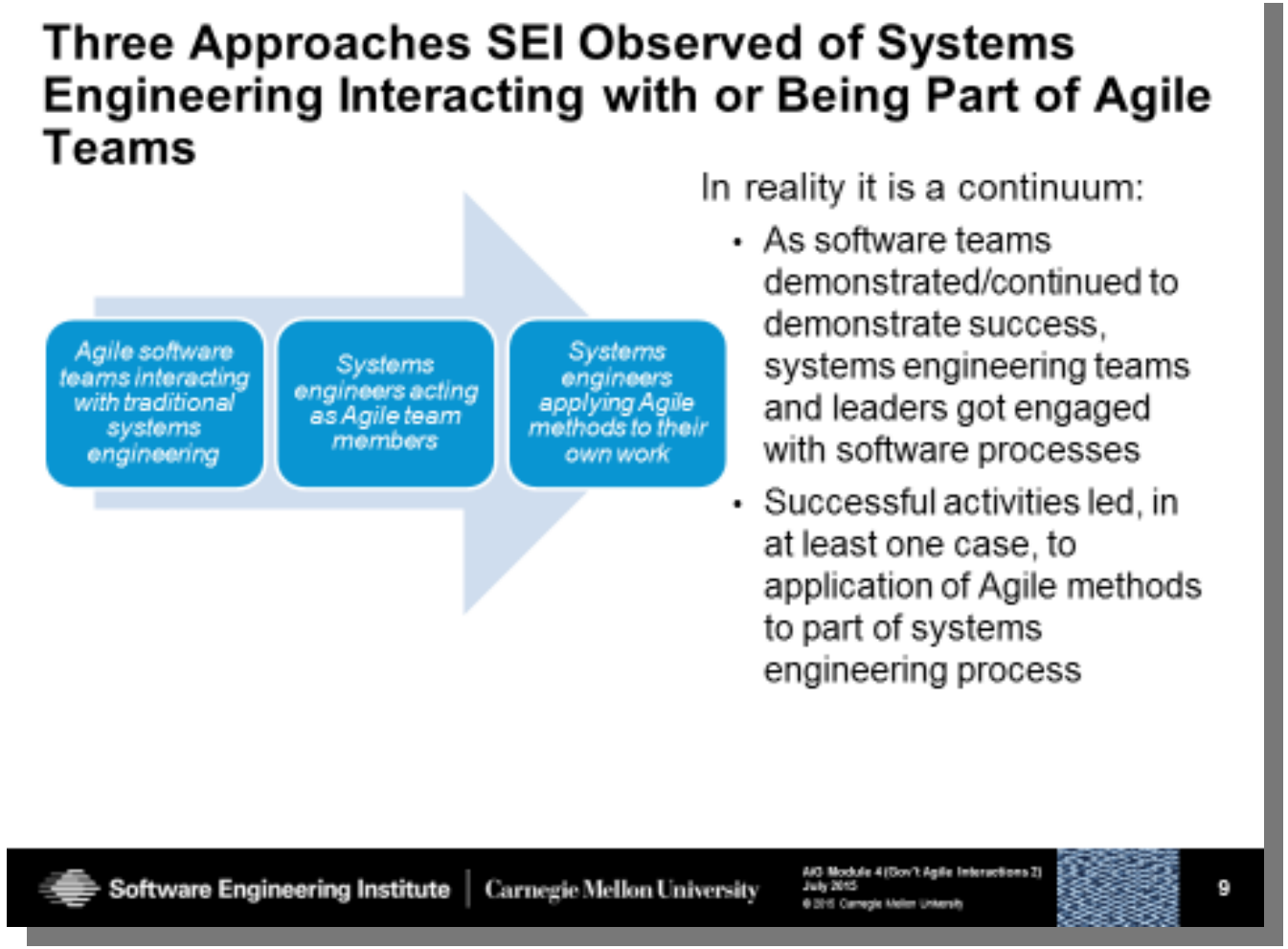
Subtopic 2: Systems Engineering – Technical Processes

- Approaches to managing the technical baseline
  - Systems Engineers Acting as Agile Product Owner
  - Systems Engineers Acting as Agile Systems Architect
  - Systems Engineers Applying Agile Methods to Their Own Work
- Assessments:
  - Matching: Match title to text describing approach to managing technical baseline

Suggested Content


Three Approaches SEI Observed of Systems Engineering Interacting with or Being Part of Agile Teams
Agile software teams interacting with traditional systems engineering
Systems engineers acting as Agile team members
Systems engineers applying Agile methods to their own work
In reality it is a continuum:
As software teams demonstrated/continued to demonstrate success, systems engineering teams and leaders got engaged with software processes
Successful activities led, in at least one case, to application of Agile methods to part of systems engineering process
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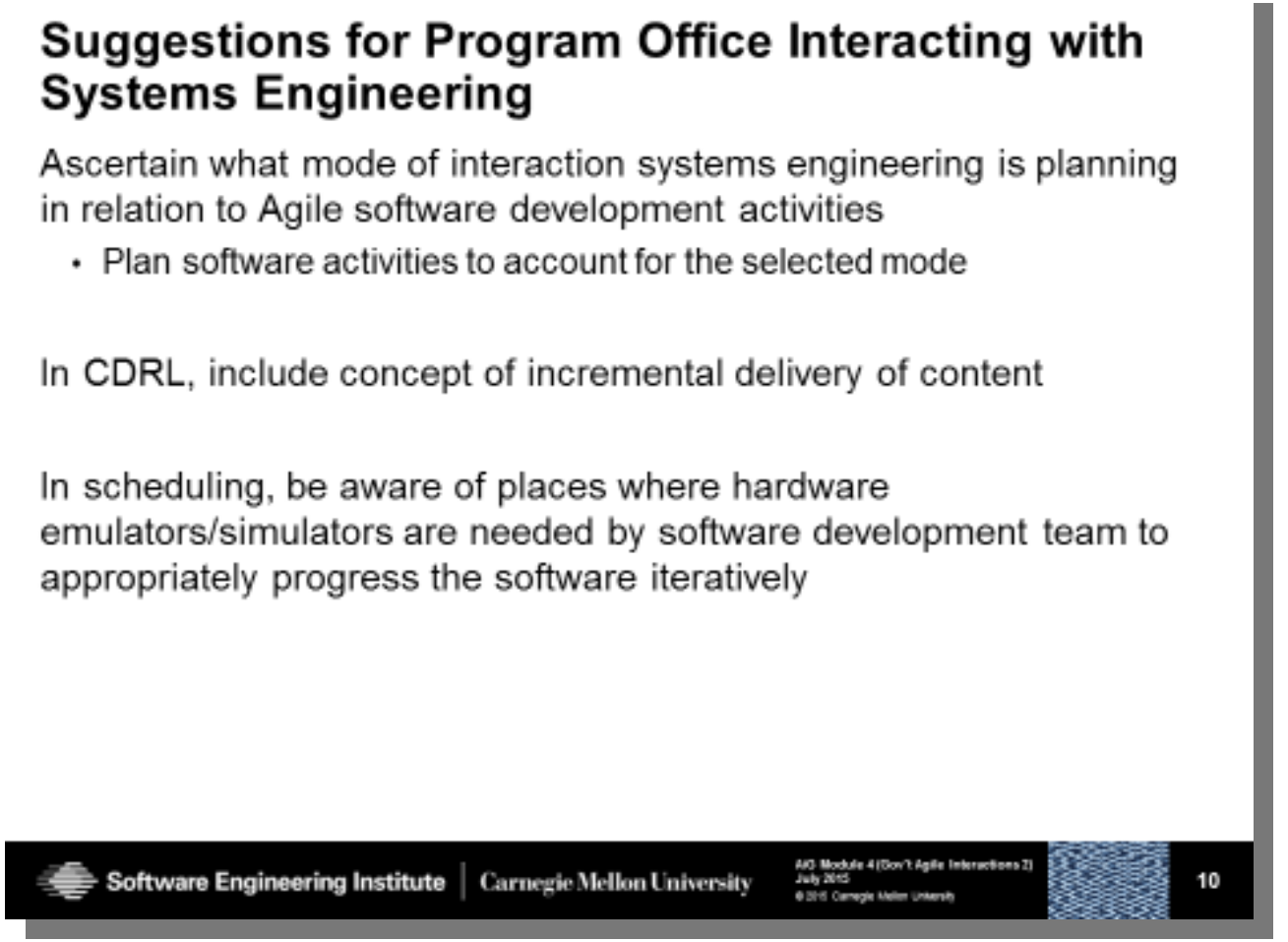
Suggested Content


Suggestions for Program Office Interacting with Systems Engineering
Ascertain what mode of interaction systems engineering is planning in relation to Agile software development activities
• Plan software activities to account for the selected mode
In CDRL, include concept of incremental delivery of content
In scheduling, be aware of places where hardware emulators/simulators are needed by software development team to appropriately progress the software iteratively
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Subtopic 3: Integration and Testing

- Use of test strategy concept in addition to program TEMP
  - Deal with Measures of Effectiveness for traceability
- Developmental testing and evaluation in an iterative approach
  - Cybersecurity staff involvement
  - Ensuring integrity of the definition of done – including cyber
- Automated testing and automation support
- Major Takeaways
  - automated testing is a necessity, not an option, for any decent-sized Agile program
- Assessments:
  - Multiple Choice: iterative approach keys to developmental testing success
  - True/False: Cyber and Agile considerations for involvement